Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	189	(picture or photo or photograph) with (browser or browse or (electronic near3 (folder or viewer)) or (interface near7 user)) same (level or hierarchy)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/17 01:50
L2	0	1 same (plot same (axis or axes) with (characteristic or quality or attribute or identifier or identify or identifying))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/17 01:51
L3	0	1 same (plot same (axis or axes) same (characteristic or quality or attribute or identifier or identify or identifying))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/17 01:51
L4	0	1 same (plot same (axis or axes))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/17 01:51
L5	3	1 and (plot same (axis or axes))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/17 01:51
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L7	549	(picture or photo or photograph) same (browser or browse or (electronic near3 (folder or viewer)) or (interface near7 user)) same (level or hierarchy)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/17 01:51
L8	361	7 not 1	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/17 01:51
L9	0	8 same (plot same (axis or axes) with (characteristic or quality or attribute or identifier or identify or identifying))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/17 01:51

L10	0	8 same (plot same (axis or axes) same (characteristic or quality or attribute or identifier or identify or identifying))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/17 01:51
L11	0	8 same (plot same (axis or axes))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/17 01:51
L12	3	8 and (plot same (axis or axes))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/17 01:51
L13	14	8 and (icon with (index or indicia or indicator))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/17 01:52

Terms used
photo OR **photograph** OR **picture** AND **interface** AND **map** OR **graph** OR **axis** OR **axes**

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Relevance scale

1 Status report of the graphic standards planning committee

Computer Graphics staff

August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3

Full text available: pdf(15.01 MB) Additional Information: full citation, references, citings

2 Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-the-art of graphic software packages

Computer Graphics staff

September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3

Full text available: pdf(9.03 MB) Additional Information: full citation, references

3 Geographic Data Processing

George Nagy, Sharad Wagle

June 1979 **ACM Computing Surveys (CSUR)**, Volume 11 Issue 2

Full text available: pdf(4.20 MB) Additional Information: full citation, references, citings, index terms

4 Three-dimensional object recognition

Paul J. Besl, Ramesh C. Jain

March 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 1

Full text available: pdf(7.76 MB) Additional Information: full citation, abstract, references, citings, index terms, review

A general-purpose computer vision system must be capable of recognizing three-dimensional (3-D) objects. This paper proposes a precise definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and reviews the relevant literature. Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques for obtaining, processing, and characterizing range data are also surveyed.

5 Texture mapping 3D models of real-world scenes

Frederick M. Weinhaus, Venkat Devarajan
December 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 4

Full text available: pdf(1.98 MB) Additional Information: full citation, abstract, references, index terms, review

Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-generated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The techniqu ...

Keywords: anti-aliasing, height field, homogeneous coordinates, image perspective transformation, image warping, multiresolution data, perspective projection, polygons, ray tracing, real-time scene generation, rectification, registration, texture mapping, visual simulators, voxels

6 Color gamut mapping and the printing of digital color images

Maureen C. Stone, William B. Cowan, John C. Beatty
October 1988 **ACM Transactions on Graphics (TOG)**, Volume 7 Issue 4

Full text available: pdf(6.06 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Principles and techniques useful for calibrated color reproduction are defined. These results are derived from a project to take digital images designed on a variety of different color monitors and accurately reproduce them in a journal using digital offset printing. Most of the images printed were reproduced without access to the image as viewed in its original form; the color specification was derived entirely from calorimetric specification. The techniques described here are not specific ...

7 Graphics is fun: Graphics gems revisited: fast and physically-based rendering of gemstones

Stephane Guy, Cyril Soler
August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Full text available: pdf(2.08 MB) mov(23:7 MIN) Additional Information: full citation, abstract, references

We present an algorithm for rendering faceted colored gemstones in real time, using graphics hardware. Beyond the technical challenge of handling the complex behavior of light in such objects, a real time high quality rendering of gemstones has direct applications in the field of jewelry prototyping, which has now become a standard practice for replacing tedious (and less interactive) wax carving methods. Our solution is based on a number of controlled approximations of the physical phenomena in ...

Keywords: Crystal optics, Hardware-based rendering, real time

8 IMEM: an intelligent memory for bump- and reflection-mapping

Anders Kugler
August 1998 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

Full text available: pdf(1.36 MB) Additional Information: full citation, references, citings, index terms

Keywords: logic-embedded memory architectures, reflection- and bump-mapping

9 Reflection space image based rendering
Brian Cabral, Marc Olano, Philip Nemec
July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**
Full text available: pdf(6.11 MB) Additional Information: full citation, references, citings, index terms

Keywords: image based rendering, interactive rendering and shading, reflection mapping, texture mapping

10 Brave new topics - session 2: from context to content: leveraging contextual metadata to infer multimedia content: Context data in geo-referenced digital photo collections
Mor Naaman, Susumu Harada, QianYing Wang, Hector Garcia-Molina, Andreas Paepcke
October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**
Full text available: pdf(540.17 KB) Additional Information: full citation, abstract, references, index terms

Given time and location information about digital photographs we can automatically generate an abundance of related contextual metadata, using off-the-shelf and Web-based data sources. Among these are the local daylight status and weather conditions at the time and place a photo was taken. This metadata has the potential of serving as memory cues and filters when browsing photo collections, especially as these collections grow into the tens of thousands and span dozens of years.

We des ...

Keywords: context, geo-referenced digital photos, photo collections

11 Computer Processing of Line-Drawing Images
Herbert Freeman
January 1974 **ACM Computing Surveys (CSUR)**, Volume 6 Issue 1
Full text available: pdf(3.18 MB) Additional Information: full citation, references, citings, index terms

12 Progress in Picture Processing: 1969--71
Azriel Rosenfeld
June 1973 **ACM Computing Surveys (CSUR)**, Volume 5 Issue 2
Full text available: pdf(2.34 MB) Additional Information: full citation, references, citings, index terms

13 Digital facial engraving
Victor Ostromoukhov
July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**
Full text available: pdf(12.33 MB) Additional Information: full citation, references, citings, index terms

Keywords: digital engraving, dithering, halftoning, nonphotorealistic rendering,

photorealistic rendering

14 Three-dimensional medical imaging: algorithms and computer systems
M. R. Stytz, G. Frieder, O. Frieder
December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4
Full text available: pdf(7.38 MB) Additional Information: full citation, references, citings, index terms, review

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

15 Special issue on knowledge representation
Ronald J. Brachman, Brian C. Smith
February 1980 **ACM SIGART Bulletin**, Issue 70
Full text available: pdf(13.13 MB) Additional Information: full citation, abstract

In the fall of 1978 we decided to produce a special issue of the SIGART Newsletter devoted to a survey of current knowledge representation research. We felt that there were twe useful functions such an issue could serve. First, we hoped to elicit a clear picture of how people working in this subdiscipline understand knowledge representation research, to illuminate the issues on which current research is focused, and to catalogue what approaches and techniques are currently being developed. Secon ...

16 Image processing: Animating pictures with stochastic motion textures
Yung-Yu Chuang, Dan B Goldman, Ke Colin Zheng, Brian Curless, David H. Salesin, Richard Szeliski
July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3
Full text available: pdf(454.47 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we explore the problem of enhancing still pictures with subtly animated motions. We limit our domain to scenes containing passive elements that respond to natural forces in some fashion. We use a semi-automatic approach, in which a human user segments the scene into a series of layers to be individually animated. Then, a "stochastic motion texture" is automatically synthesized using a spectral method, i.e., the inverse Fourier transform of a filtered noise spectrum. The motion tex ...

Keywords: animation, image-based animation, image-based rendering, natural phenomena, physical simulation, video texture

17 Picture Processing by Computer
Azriel Rosenfeld
September 1969 **ACM Computing Surveys (CSUR)**, Volume 1 Issue 3
Full text available: pdf(2.69 MB) Additional Information: full citation, references, citings, index terms

18 A survey of image registration techniques
Lisa Gottesfeld Brown
December 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 4
Full text available: pdf(5.20 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Registration is a fundamental task in image processing used to match two or more pictures taken, for example, at different times, from different sensors, or from different viewpoints. Virtually all large systems which evaluate images require the registration of images, or a closely related operation, as an intermediate step. Specific examples of systems where image registration is a significant component include matching a target with a real-time image of a scene for target recognition, mon ...

Keywords: image registration, image warping, rectification, template matching

19 Snap-together visualization: a user interface for coordinating visualizations via relational schemata

Chris North, Ben Shneiderman

May 2000 **Proceedings of the working conference on Advanced visual interfaces**

Full text available: pdf(2.11 MB) Additional Information: full citation, abstract, references, citings

Multiple coordinated visualizations enable users to rapidly explore complex information. However, users often need unforeseen combinations of coordinated visualizations that are appropriate for their data. Snap-Together Visualization enables data users to rapidly and dynamically mix and match visualizations and coordinations to construct custom exploration interfaces without programming. Snap's conceptual model is based on the relational database model. Users load relations into visualizati ...

Keywords: coordination, information visualization, multiple views, relational database, tight coupling, user interface, user study

20 Image-based modeling and photo editing

Byong Mok Oh, Max Chen, Julie Dorsey, Frédo Durand

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(4.01 MB) Additional Information: full citation, abstract, references, citings, index terms

We present an image-based modeling and editing system that takes a single photo as input. We represent a scene as a layered collection of depth images, where each pixel encodes both color and depth. Starting from an input image, we employ a suite of user-assisted techniques, based on a painting metaphor, to assign depths and extract layers. We introduce two specific editing operations. The first, a "clone brushing tool," permits the distortion-free copying of parts of a picture, b ...

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www.ai-center.com/events/gdc-2004-roundtable/ - 6k - Cached - Similar pages

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... for getting Yahoo **Map** directions saved and displayed onto any iPod **Photo** or Nano,
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The "AND" operator is unnecessary – we include all search terms by default. [details]

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Tip: Looking for pictures? Try Google Images

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L15	0	((user near3 interface) same (picture or photo or photograph) same database same (level or hierarchy) same (plot or axes or axis or graph or map) same icon). clm.	US-PGPUB	OR	ON	2005/10/17 01:56